

## Claims

- [c1] What is claimed is:
- 1.A method for a user to play a game stored on a first mobile communication device over a mobile communication network, the method comprising: connecting the first mobile communication device to a server of the mobile communication network in order to play the game over the mobile communication network; and disconnecting the first mobile communication device with the server when the game is finished.
- [c2] 2.The method of claim 1 further comprising if the first mobile communication device does not receive signals from the server for a predetermined amount of time, disconnecting the first mobile communication device from the server.
- [c3] 3.The method of claim 1 further comprising: connecting a second mobile communication device having the same game with the server; and establishing a connection between the first and second mobile communication devices so that the first and second mobile communication devices are capable of interacting to play the game stored on the first and second mobile communication devices.
- [c4] 4.The method of claim 3 further comprising if the first mobile communication device does not receive signals from the second mobile communication device for a predetermined amount of time, disconnecting the first mobile communication device from the server.
- [c5] 5.The method of claim 1 further comprising terminating the game after a limited period of time.
- [c6] 6.The method of claim 1 further comprising terminating the game after a limited number of rounds.
- [c7] 7.The method of claim 6 wherein the game is won by winning a majority of the number of rounds.

- [c8] 8.The method of claim 1 wherein the first mobile communication device displays a game status while the game is being played.
- [c9] 9.The method of claim 1 wherein the first mobile communication device is a cellular phone.
- [c10] 10.The method of claim 1 wherein the mobile communication network is a cellular phone network.